Assignment #1 Ann Johnson

One thing I learned from the workshop as a result of the keynote and from collaboration with my colleagues was that PBL could (and should) be more than just stand-alone, single assignments. The project Kate and I had envisioned on the first morning had begun as a new way to get our classes more involved in *Hamlet*, but quickly evolved into a year-long course built around collaboration, groups, and student-designed projects. From *Hamlet* films (preceded by meaningful gateway assignments and “intermediated deliverables”) to literary magazines to service learning projects for veterans to maker-space creations, it became evident that the entire year of senior English was going to look very different from prior years and from other USM English classes. Our final workshop project focused on first semester units: the plays *Hamlet* and *Wit* would feature collaborative work centered on film-making and the kinds of decisions directors make when interpreting text on film. Second quarter would culminate in student-designed online literary magazines and would involve further collaboration with Bob Juranitch and one of his computer programming classes.

One of my professional development goals for 2013-2014 is related to Component: 1e – Designing Coherent Instruction.The specific is goal is to continue to revise and adapt Senior Seminar instructional materials and assignments into a Literary Trans4mations course. I will continue to collaborate with Kate to revise reading materials and old assignments to create new, more relevant, more project-based assignments for Literary Trans4mations. During first semester, we will incorporate tools like shared GoogleDocs, Padlet (for organizing collections of sites, images, music, etc. ) and WordPress (for creating online literary magazines.) During second semester students will have the opportunity to design and create service/learning projects for veterans that will take them out into the larger Milwaukee community. Fourth quarter, we will introduce classes to the Maker Space so they can work collaboratively and think like designers as they read about the future in *Brave New World*.